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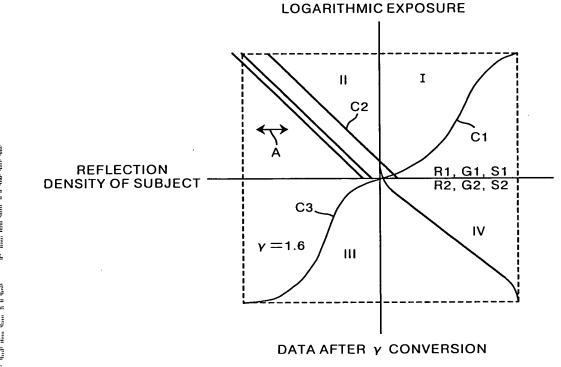
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а. Г я. Р. . . <sup>с</sup>, OUTPUT IMAGE → TO MONITOR. S11' 33 30 29 SRGB CONVERSION MEANS DETERMINING OUTPUT 3DLUT PROCESSING CONVERSION MEANS GENERATING 28 METHOD PRINTER MEANS MEANS S4 51 S5 84 84 84 1 4 0 F S 32 SETTING MEANS COLOR CORRECTION CONDITION CORRECTION - MEANS ,27 31 MEMORY COLOR Ĥ H3 C L3 INPUT . MEANS Ê .26 LCH CONVERSION MEANS ω DCMY KEYS, INPUT MEANS B3 B3 S3 25 log-1 S2 24 23 ,22 TONE CONVERSION MEANS TONE SETTING MEANS MEMORY FIG.2 10 위 S. 5 log S0,S11

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### REFERENCE COLOR CORRECTION CONDITION SETTING MENU

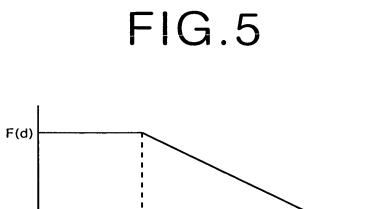
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	L	С	н
R	0	-5	-3
G	0	0	0
В	0	0	0
С	0	0	0
М	0	0	0
Y	0	0	0
YG	0	0	0
BS	0	0	0
SK(HL)	0	0	0
SK(MD)	0	0	0
SK(SD)	0	0	0
SK(MD)	0	0	0

#### MODEL COLOR CORRECTION CONDITION SETTING MENU

	L	С	Н
R	0	-2	-5
G	0	0	0
В	0	-3	0
С	0	0	0
М	0	0	0
Y	0	3	0
YG	0	0	0
BS	0	0	10
SK(HL)	0	0	0
SK(MD)	0	0	0
SK(SD)	0	0	0

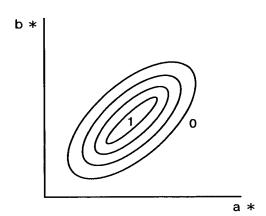
LCX Z HC . L Z Z H Z Z O



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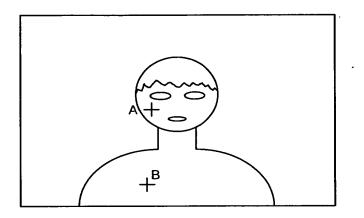
DISTANCE (d)

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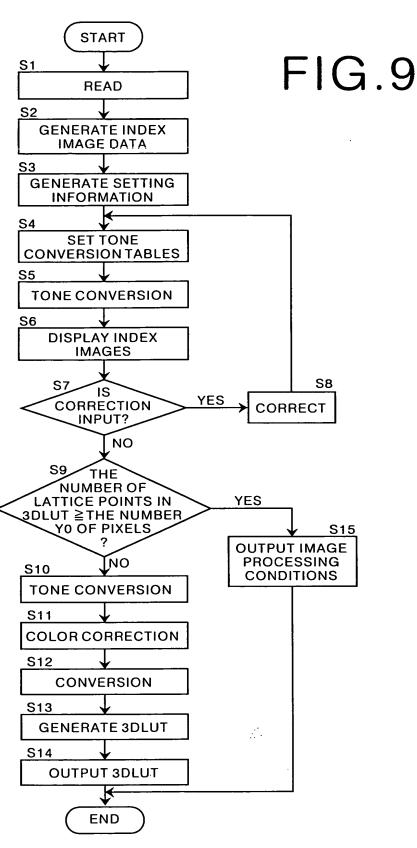
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POINT A	0	5	0
POINT B	0	-5	0

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